

Home

An Amiga International Publication

Computing WEEKLY

No. 77

Aug 28 - Sept 5, 1994

45p

FREE

COMPETITION
50 prizes from
Warwick
Software
must be won

Software
reviews for:
**Spectrum, BBC,
Dragon, Atari,
Commodore 64.**

Spectrum

Aim straight
and win praise

Commodore 64

Fight off the
kamikaze pilots

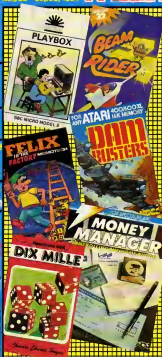
Oric/Atmos

Will you be a
helicopter hero?

PLUS

news, your
letters, charts...

TITANIC



Valhalla sequel

Legend has passed with what is believed to be the largest sum of money ever spent on the production of a single game: The Great Space Race is the long-awaited sequel to Valhalla, and it's in the cost of its development.

Scheduled for launch in late September/early October, Commodore 64 and Spectrum versions will be on the shelves simultaneously. Meanwhile, "a remarkably business savvy" legend of pricing itself on the product and its success. You'll have to wait till September to see for yourself.

Legend, PO Box 403, Stroud Rd, London SW 7LJ

Work from home

Now you can convert your BBC or Electron to a handy office machine, with the help of New Office, from Database Publications.

New Office comprises a word processor, database, spreadsheet and graphics package — all for £3.99 in hard version or £7.99 on disk.

Managing director Dick Heskin said: "We are looking to cut main firms who cannot afford to pay for the business software currently on the market. It will also be well in the price range of homeowners who wish to use it for domestic bookkeeping or child care, waiting to consider their pocket money."

The word processor features a common display of time and word count, plus a words per minute display and double rate text option in edit and print mode.

The whole package comes together with a 32-page operating guide. "At this price, home computers will no longer be restricted to games," said Mr Heskin.

Database Publications, Europe Hqs, 44 Clarendon Rd, Wood Green, London N22 7NY

CheetahSoft presents...

PERILS OF... BEAR GEORGE

A story of high drama and daring deeds from the annals of our hero BEAR GEORGE -- can you help this curious, unbreakable hero in the forest and deep cold of the mountains, and then live through tomorrow?



(Graphics shown above are as on Spectrum 48k version.)

- Supports animation and graphics. • JoyStick compatible (Cheetah P.L.A.T. - Keyboardless Interface 1 and 2)
- Built-in support for the real guitars amongst you!

Available NOW on the Spectrum 48k, price £8.95 PLACE YOUR ORDER NOW!

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Soft we're not



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Home Computing WEEKLY

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REGULARS

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The closer you get to us. There's free software for the best letters
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Spot the differences and win reward for solving our 30 puzzles
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Our exclusive guide to best-selling software and non-made software, plus Top 10s for six home computers
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- Skill and dexterity** 9
Fit your skills to a packet test levels of games for the Spectrum, Amstrad, Atari and Dragon
- Wordy words** 14
Educational software for the Dragon and Commodore 64

CompuLink: send your news and products for review to the editor at the address below. And contact him for competitions and other promotions too.

HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST



PROGRAMS

- Dilemma** 22
A drama-packed action game, Haven Mystical gives you the chance to be a hero
- Spectrum** 22
Type in this bumper program for the 48K Spectrum and see how your letter skills are noted by the Galaxia High Commission
- Commodore 64** 22
Time's running out fast — can you fight off the franchise prices?
- Readers:** we welcome your programs, articles and tips. See the panel in this issue for details.

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Free membership

Microlog's new user group, the Cuckoo Club, is now offering membership free of charge.

Anyone wishing to join needs to write to Microlog and provide with return a free badge, quarterly magazine and last sheet.

Microlog, 41 Pines Road, St Asaph, Gwent PL23 5SE

Check mate

This year's World Microcomputer Chess Championship (the 4th), will take place in Glasgow from September 9 to 19.

Any individual or group, including software houses, may enter their own chess programs.

John Dwyer, 10 Rylands Drive, Mount Vernon, Glasgow G12 9SL

Charity Success

Colfax's current appeal for personal computer software has so far resulted in contributions of over 100,000 worth of games and business software.

More than 50 manufacturers, as well as private individuals and volunteers, have donated their surplus stock, and clearance are still arriving at Colfax's North London office.

A spokesman for the charity said: "This donation is a fine example that shows interested (business), we want to thank everybody who has contributed to us so well as to computer software as part of what they sell over the next couple of months."

The software appeal is due to finish at the end of September, and the date of the appeal will be announced in the next future.

Colfax, 724 Park Road, Bexley ME2 9QD

Quality printing

Rated as a real 48K, the TRD is a new printer from Triumph Adler which offers high quality Dotry Wheel printing at 20 characters per second.

The machine is used for use with personal computers using from 1280 upwards, but is aimed at any system where

the printer approaches a word processing.

A library of over 150 pre-changed print wheels provides a choice of type styles which can be printed 10, 12 or 15 characters per inch or with proportional spacing.

Three versions of the product are available, with either RS232, Centronics or dual interfaces.

The machine is also capable of plotting for graphics applications.

Triumph Adler (UK), 37 Gresham Road, London EC4M 3AF

Lead for Amstrad

A printer lead to connect the new Amstrad CPC 464 computer to any Centronics compatible printer is now available as a stock item from Computer Services.

The lead is 1m in length and features gold-plated contacts with double wires on the 34-way edge connector end.

Cost of the lead is £14.95 including postage and packing.

Computer Services, 81 Quide Drive, Chislehurst, Essex CM3 4TD

Cross-assembler imminent

A target release date of September 1 has been set for a new Z-80 cross-assembling version of Mikro, from Special.

Mikro 80 is being written in 48K assembly code, to run on the Commodore 64, however it will assemble Z-80 modules rather than 48K opcodes.

In a parallel project, Special is integrating the various users in which assembled code can be transferred to the target computer. A direct cable link between the 64 and the Z-80 computer seems the most likely solution.

Special, Woodhouse House, Gilling Road, Widdows, Runcorn, Cheshire WA4 7JF

Starter pack

A cassette recorder/player is now being given away free with every new 445 home computer from CIL — the whole package forms the new Starter Pack.

Also included in the package is an application ROM cartridge

— "Basic 1" introduction to programming, a manual and user's guide, two cassette games, and all the necessary cables to connect the 445 to a TV set.

Additional items also have been made to the line's software range — with eight new game cassettes being introduced.

The six new single game

cassettes are Bomber Run, Devil Road, Interact, Maze, Stranded, and Where The Fire. Single game cassettes are Simon/Graham/Speaks and Squash/Lander/Random. Single games are £2.95 each, and triple games are £12.95 each.

CIL, CIL House, Gillingham, Kent ME13 2JG

Starter Pack from CIL, including free cassette recorder/player



You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work meets our standards, please submit it to us for consideration for publication.

- Programs must always be sent on cassette. Listings are helpful, but not necessary. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.

- Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in NOW. Articles most likely to be published will help our readers make better use of their micros by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.

- Tips are short articles, and brief programming routines. Your hints can aid other computer users.

All submissions will be acknowledged and the copyright in such works which will pass to Argus Specialist Publications Ltd will be paid for at competitive rates.

Keep a copy of your work and include an SAE. Label everything clearly and give a daytime and home phone number if you can.

All work for consideration should be sent to:

Free Control, Home Computing Weekly, No.1 Golden Square, London W1R 3AB

NOW is the time for all TI-99/4A users to get one step ahead and spot some differences. The reward for the first 50 winners is a package of software from Warwick Software, of 40 Kingsway, Newby, Scarborough, N Yorks.

Each package contains three games (Mopps, Caveson and Jokers) together with the Tracing Tutor — and each package is worth more than £25.

Mopps is a variation on the Frog-type game. Your task is to guide the frog across the road — avoiding cars and trucks, along the way — until you reach the river. Then jump on the back of a turtle, and make your way across river — by avoiding the hungry crocodiles. Once across the river, you simply jump down a giant which you have found.

The second game is Caveson, an underground exploration game.

Go down a ladder to reach the first level — and all along you have to beware of various obstacles.

A total of five levels have to be passed through before you get the treasure you seek. You'll start at the end of a tunnel which leads off from level five. Once you have achieved this, you're a winner.

We stop it long way down for the third game, but this time not below ground — below water.

Water gives you the chance to show your swimming skills, and make money out of the lagoon.

You are in control of a shoe whose job is to recover drifting letters from the seabed. These include gold coins and letters from.

A dot count shows you, and you have to reach the ship and place

Four of the best from Warwick Software

This week's competition gives all TI-99/4A users the chance to win three great games, and a program to help you improve your typing skills

your letters in it.

Problems result in the form of mystery marks and an obstacle.

All three of the games are for Extended BASIC, and Caveson also requires a joystick.

If you want to get the games a full day in full, and would prefer to spend your time learning — then the fourth package is right up your street.

Typing Tutor, for TI BASIC, is exactly what it says. The program works off by taking you through the fundamentals — like which key does what.

From this point it gives you training until you reach the final part of the program which is a speed test.

You will agree that there are fantastic prizes, and all you have to do to stand a chance of winning one of these packages is to try and spot as many differences as possible in the two cartoons below. Good luck.

How to enter

Simply draw a cartoon — there are a number of differences between them. Circle the differences in cartoon 1 and send the cartoon and

coupon in an envelope. Write clearly the number of differences you found on the back of the envelope.

For your entry to Warwick Competition, Write Computing Weekly, No.1 Colston Square, London W1A 1AB. Entries close in 1979 (not on Friday September 14, 1980).

You may make as many tries as you wish, but each entry must be on its own envelope — not a copy — and sealed in a separate envelope.

Important: please follow carefully the guidelines on marking — incomplete coupons and entries to envelopes with no address on the back cannot be considered. If you are a winner, the coupon will be used in a label to send your prize to the correct winning address.

The rules

Entries will not be accepted from employees of Acorn Computers, Publications, Warwick and Software Publishers & Books. This includes other people in companies' houses and agents of the companies.

The Prize is Entry which forms part of the rules.

Warwick Competition

Entry Coupon

Name _____

Address _____

post code _____

Number of differences found _____

Complete check and rules — if you are a professional you will see in a label. For a Warwick Competition, Write Computing Weekly, No.1 Colston Square, London W1A 1AB. Entries close in 1979 (not on Friday September 14, 1980). This includes other people in companies' houses and agents of the companies.



WIN! THIS FABULOUS GOLDEN TREASURE, THE FAMOUS GOLDEN JEWELLED HARE OF 'MASQUERADE' OR £30,000!

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12/17/2011	RENT	12/17/2011	RENT	200.00	200.00
12/18/2011	UTILITIES	12/18/2011	UTILITIES	75.00	75.00
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12/20/2011	TRANSPORT	12/20/2011	TRANSPORT	150.00	150.00
12/21/2011	SALES	12/21/2011	SALES	1200.00	1200.00
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10

Hero of the

A drama-packed action game from Barbara Prowse, *Hover-Rescue* gives you the chance to be a hero by rescuing people from a *Towering Inferno*



A tower block is on fire, and the occupants are screaming for help on top. Can you help them? This is the answer — you can, with the help of your trusty helicopter, than that between a new building under construction, and the Red Cross wagon.

The landing point on the tower is where the chopper first help is shown at the start of the game, and you must alternate between the two landing points whenever you will be deemed to have crashed.

When the helicopter is facing either left or right, you can only move across the screen, and when the helicopter is facing forward — you can only move up and down.

Quick reactions are required as the helicopter will hit-off automatically when the rescued people board and leave.

This is a game where skill combined with speedy reactions are required — to now is your chance to be a hero by saving those people on top of a skyscraper on fire.

How it works

- 000-700 game introduction and instructions
- 000-0470 main loop for each game
- 000-0470 find the fuel in tank
- 000-0500 calculate movement after landing
- 000-0500 game end key to start
- 000-0620 check for end of game and set up number
- 000-0540 plot and manage on screen
- 000-0540 movement routine
- 000-0540 plot new hazard
- 000-0540 plot number entered
- 000-0540 draw playing screen
- 000-0540 routine character on and readable code
- 000-0540 draw the redfield character on the right of
- 000-0540 draw for variable colored
- 000-0540 routine code data

Variables

- G1, G2 general purpose number variables
- G3 general purpose string variable
- 000-1440 movement of helicopter
- FM steps made between the base
- LR level remaining
- PL count — number of people rescued
- FF high score
- DF flag to indicate which landing site is best in sequence
- 000-0540 X, Y coordinates of the 000-0540 to be plotted
- XP subroutines of loaded to be plotted

ORIE PROGRAM

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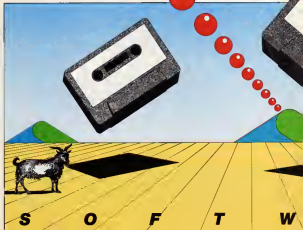
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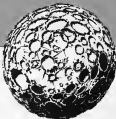
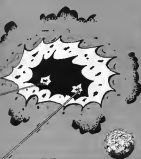
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SCOT



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```

140 LET A$=" "
150 INC 3
160 LET a=14: LET b=13
170 FOR n=1 TO 4
180 PRINT AT a,b;A$
190 LET a=a+1
200 IF a=17 THEN LET b=b+1
210 NEXT n
220 INC 4
230 LET a=14: LET b=16
240 FOR n=1 TO 4
250 PRINT AT a,b;A$
260 LET a=a+1
270 IF a=17 THEN LET b=b+1
280 NEXT n
290 INC 7: PRINT AT 23,0;"Written by Graham McDonald 1984": PRINT AT 0,0: "
300 INC 0: LOAD "Main"
5000 FOR n=1 TO 34: READ y: PLOT n=7,y: NEXT n
5005 RETURN
5010 DATA 123,54,23,156,100,23,56,97,45,23,37,23,87,134,16,78,34,101,20,87,45,34
,23,145,134,171,98,17
5020 DATA 145,67,23,96,45,7,123,37,78

```

Program 3, the main game program

```

2 REM
3 REM By Graham McDonald
4 REM
5 REM 1984
6 REM

```

```

7 ROM
8 LET a$=TIME$
9 REM Stop Tape
10 BORDER 0: PAPER 0: BRIGHT 1: INK 7: CLEAR
11 FOR b=1 TO 3
12 PRINT : FLASH 1:AT 15,0;"STOP THE TAPE"
13 PRINT : INK 7:AT 10,3;"SPACE TARGET WAS LOADED.": BEEP .1,13
14 PAUSE 30
15 NEXT b
16 PAUSE 120
17 CLEAR
19 REM Beginning
20 FOR n=1 TO 80
30 LET y=RND*174+1
40 LET x=RND*254+1
50 PLOT x,y
60 NEXT n
61 PRINT : INK 3: PAPER 4:AT 0,0;"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
63 PRINT : INK 3: PAPER 4:AT 21,0;"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
65 PRINT : PAPER 7: INK 0:AT 10,0;"SPACE TARGET"
66 BEEP .1,20: PRINT AT 10,0;"Written By Graham McDonald 1987"
67 FOR m=1 TO 3: BEEP .25,0: BEEP .25,3: BEEP .35,5: BEEP 1.25,8: NEXT m: BEEP .5,7: BEEP .5,3: BEEP .5,0: BEEP .5,3: BEEP 2,0: FOR n=1 TO 500: NEXT n: BEEP 1.20: CLS : GO TO 4000
68 FOR n=1 TO 500: NEXT n: BEEP .1,20
69 REM Variables
70 LET y=2
71 LET d=0
72 LET h=0
73 LET a=5
74 LET f=4
75 LET a=10
76 LET g=7
77 LET s=0
78 LET v=0
79 LET q=450
80 LET x=11
81 LET b=20
82 GO SUB 9000
83 FOR c=1 TO 1
84 REM Display
85 PRINT : PAPER 1: INK 7:AT x,y:CHR (143):CHR (143):CHR (140): PAPER 0:CHR (143)
86 PRINT AT x,30;"": PRINT AT 1,0;"-----"
87 PRINT AT 0,11;"Misses"ih
88 PRINT AT 0,30;"Destroyed"jd
89 PRINT AT 0,0;"Times"sm
90 PRINT : INK 0: PAPER 7: FLASH 1:AT a,b:CHR (134): INK 7: PAPER 0: IF v=0 THEN
91 PRINT : INK 4:AT 21,0;"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX": PAPER 4: INK 0:"SPACE TARGET": PAPER 7
92 INK 4:"XXXXXXXXXXXX"
93 PRINT : INK 4:AT 30,0;"-----"
94 LET v=INT (RND*7+1)
95 REM If & Then Area
96 LET a$=TIME$
97 LET s=INT (RND*3+1)
98 IF s=0 THEN LET a=a-1
99 IF s=3 THEN LET a=a+1
100 IF s=1 THEN LET a=a-1
101 IF s=4 THEN LET a=a-1
102 IF a$="a" THEN LET s=s+1
103 IF a$="7" THEN LET s=s-1
104 IF a$="y" THEN GO SUB 9500
105 IF a$="0" THEN GO SUB 9400

```

PROGRAM

```

128 IF a#="5" AND g=450 THEN GO SUB 1200
129 IF a#="4" THEN GO SUB 1250
130 IF a>=10 THEN LET a=10
132 IF a>=10 THEN LET a=10
135 IF a<=4 THEN LET a=4
137 IF a<=4 THEN LET a=4
138 IF a=250 THEN GO SUB A200
140 IF a#="" THEN GO SUB 400
142 IF g=450 THEN PRINT : PAPER 2: INK 7:AT 2,12:"Laser On!"
147 IF g=96 THEN PRINT : PAPER 1: INK 0:AT 2,12:"Laser Off!"
150 IF h=25 THEN GO SUB 1000
179 REM Stars
180 PLOT 7,23: PLOT 13,157: PLOT 23,566 PLOT 31,78: PLOT 39,115: PLOT 55,21: PL
OT 59,121: PLOT 67,34: PLOT 75,34: PLOT 83,134: PLOT 95,75: PLOT 105,80: PLOT 14
4,127: PLOT 144,104: PLOT 159,111: PLOT 169,154
190 PLOT 184,34: PLOT 193,566 PLOT 200,87: PLOT 208,134: PLOT 214,56: PLOT 224,
34: PLOT 224,123: PLOT 232,104: PLOT 243,57: PLOT 247,127
260 PRINT AT a-1,y1"
262 PRINT AT a+1,30: "
265 PRINT AT a-1,30: "
266 PRINT AT a+1,y1"
270 PRINT AT a-1,b1"
275 PRINT AT a+1,b1"
300 NEXT a
305 REM Time
310 LET s=s+1
320 LET a=0
330 IF a=300 THEN GO TO 2000
340 GO TO 87
379 REM Lasers
400 INK 2: LET a#=""
405 PRINT :AT a,4: "
408 BEEP .1,20
410 PAUSE 10: PRINT AT a,4: "
412 IF a# THEN LET h=h+1
415 INK 7
420 RETURN
450 IF a#="0" THEN RETURN
455 INK 4: LET a#="" : PRINT AT a,4: "
460 BEEP .1,20
470 PAUSE 10: PRINT AT a,4: "
480 IF a# THEN GO TO 1500
490 INK 7
500 RETURN
1000 REM destroyed
1010 PRINT AT a,b1" : PRINT AT a+1,b1" : PRINT AT a-1,b1"
1015 PRINT AT 0,0:"DESTRUCTED DESTROYED"
1020 BEEP .075,30: BEEP 1,10
1030 LET d=d+1
1035 LET h=0
1037 LET a=INT (RND*7+1): LET d=INT (RND*7+1)
1040 IF a# THEN GO TO 1037
1050 PAUSE 100
1055 PRINT AT 0,0: "
1070 RETURN
1200 REM Target's Laser Out
1210 BEEP .1,40
1220 LET g=96
1240 RETURN
1250 BEEP .1,40
1270 LET g=450
1280 RETURN
1499 REM Ship Hit
1500 INK 7: CLS : BEEP 1,-10: BEEP 1,-15: BEEP 1,-20: BEEP 1,-25: BEEP 2,-30
1510 PRINT "DESTRUCTED SPACE TARGET"
1520 PRINT : PRINT
1530 PRINT " The space target has hit you"

```

```

1540 PRINT : PRINT "with it's laser causing you to"
1550 PRINT : PRINT "withdraw from your mission. In"
1560 PRINT : PRINT "a time of "d1;" seconds you have"
1570 PRINT : PRINT "destroyed "d1;" targets and have "
1575 LET ffinal=h+d*25
1580 PRINT : PRINT "achieved a score of "ffinal;" points."
1590 PRINT : PRINT : PRINT "The Galactic High Commission have"
1600 PRINT : PRINT "advised you to try again and to"
1610 PRINT : PRINT "advice the target's lasers"
1620 PRINT : FLASH 1;AT 21,2;"PRESS ANY KEY TO PLAY AGAIN"
1630 PAUSE 0
1640 BEEP .1,30
1650 CLS : GO TO 70
1999 REM Finish
2000 BEEP .5,5: BEEP .5,1: BEEP .5,4: BEEP .5,8: BEEP 1,10: BEEP .5,8: BEEP 1,75
: &
2010 BORDER 0: PAPER 0: CLS
2020 LET ffinal=h+d*25
2030 PRINT : "SPACE TARGET"
2040 PRINT : PRINT : PRINT
2050 PRINT : PRINT "You have run out of time. In"
2060 PRINT : PRINT "300 seconds you have destroyed"
2070 PRINT : PRINT d1;" targets, and have achieved "
2080 PRINT : PRINT "a score of "ffinal;" points."
2090 IF d<6 THEN LET r="POOR"
2100 IF d=6 AND d<9 THEN LET r="AVERAGE"
2110 IF d=9 AND d<12 THEN LET r="GOOD"
2120 IF d=12 THEN LET r="EXCELLANT"
2130 PRINT : PRINT : PRINT "The Galactic High Commission have"
2140 PRINT : PRINT "gave you a "r;" rating."
2150 PRINT : FLASH 1;AT 21,2;"PRESS ANY KEY TO PLAY AGAIN"
2160 PAUSE 0
2170 CLS : GO TO 70
2999 REM Instructions
3000 PRINT : "SPACE TARGET"
3010 PRINT : PRINT : PRINT : PRINT
3020 PRINT : PRINT "Your shooting has been lousy "
3030 PRINT : PRINT "lately, so the Galactic High Com-"
3040 PRINT : PRINT "mission has decided to put you "
3050 PRINT : PRINT "on a training mission; code"
306 PRINT : PRINT "named "Space Target"."
3062 PRINT : FLASH 1;AT 21,8;"PRESS ANY KEY"
3063 PAUSE 0
3064 BEEP .1,20
3065 CLS : PRINT : "SPACE TARGET" : PRINT
3070 PRINT : PRINT "You have 300 seconds to destroy"
3080 PRINT : PRINT "as many targets you can. You "
3090 PRINT : PRINT "have to hit them 20 times to de-"
3100 PRINT : PRINT "stroy them. Can you impress the"
3110 PRINT : PRINT "Galactic High Commission?"
3114 PRINT : PRINT "Press 4 for Target Lasers."
3116 PRINT "Press 8 for no Target Lasers."
3120 PRINT "Press 6 for down."
3122 PRINT "Press 7 for up."
3124 PRINT "Press 8 to escape."
3126 PRINT "Press 9 to pause"
3140 PRINT "Press 0 to fire."
3150 PRINT : FLASH 1;AT 21,4;"PRESS ANY KEY TO PLAY"
3160 PAUSE 0
3170 CLS : BEEP .1,20: GO TO 70
4199 REM Time Warning
4200 FOR j=1 TO 5: BEEP .1,5: PAUSE 2: BEEP .1,5: PRINT : FLASH 1;AT 0,0;"Time!"
14: BORDER 2: NEXT j: FOR i=1 TO 10: NEXT i: PAUSE 0: LET s="10: BORDER 0: PAPER
R
7999 REM Music
8000 PRINT : FLASH 1;AT 10,7;"PREPARE TO PLAY"
8020 BEEP 1,10: BEEP .2,13: BEEP .2,5: BEEP 1,10: PAUSE 4: BEEP .2,15: BEEP .2,5

```

PROGRAM

```

1:DEEP .2,10: DEEP .2,13: DEEP .2,3: DEEP .5,10
8020 CLS
8030 RETURN
9499 REM Pause
9500 DEEP .1,30
9510 PRINT : FLASH 1:AT 10,13:"PAUSE":
9515 PAUSE 25
9520 INPUT "          PRESS ENTER          "b$
9540 PRINT AT 10,13:"          "
9550 DEEP .1,32
9560 RETURN
9599 REM Escape
9600 POKE 23609,255: FOR a=1 TO 25: DEEP .02,a: DEEP .02,a+4: DEEP .025,a*2.5: N
EXT a
9605 LET p=60: FOR a=1 TO 25: DEEP .05,p: LET p=p-2: NEXT a
9610 CLS : PRINT "===== SPACE TARGET ====="
9620 PRINT : PRINT : PRINT : PRINT
9630 PRINT "You have pressed key 'B' to "
9640 PRINT : PRINT "escape. If you have pressed it"
9650 PRINT : PRINT "accidentally then ENTER 'return',"
9660 PRINT : PRINT "if not so then ENTER 'cont'."
9670 INPUT "Return OR cont?"b$
9680 IF b$="return" THEN CLS : RETURN
9690 IF b$="cont" THEN GO TO 9710
9700 GO TO 9670
9710 DEEP .1,20: CLS : PRINT "===== SPACE TARGET ====="
9720 PRINT : PRINT : PRINT : PRINT
9730 PRINT "O.K. Do you want to 'load' and?"
9740 PRINT : PRINT "then save or 'clear' the memory?"
9750 INPUT b$
9760 IF b$="load" THEN CLS : PRINT AT 20,0:"Start tape, then press any key." :
DEEP .1,20: PAUSE 0: CLS : LOAD ""
9770 IF b$="clear" THEN GO TO 9800
9780 GO TO 9750
9800 DEEP .1,20: CLS : PRINT "===== SPACE TARGET ====="
9810 PRINT : PRINT : PRINT : PRINT
9820 PRINT "O.K. The memory will clear the"
9830 PRINT : PRINT "memory in ten seconds."
9832 PRINT : PRINT : PRINT " Press A to return to last stage"
9833 FOR a=1 TO 170: NEXT a
9835 LET a=10
9840 FOR a=1 TO 10
9845 DEEP .1,24
9850 PRINT AT 14,0:a;" Seconds. "
9860 LET a=a-1
9865 IF INKEY="A" OR INKEY="a" THEN GO TO 9710
9870 FOR n=1 TO 24: NEXT n
9880 NEXT a
9881 DEEP .1,5: DEEP .1,5: DEEP .1,5: PRINT AT 14,0;" Goodbye!": FOR n=1 TO 100
: NEXT n
9890 REM

```





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In this game you are a pilot soaring into battle. You are being attacked by enemy planes and you must fight them off.

However, they are on a suicide mission. They don't want to shoot you down — they're keen on colliding with you.

You have two minutes at which to win the war.

How to make:

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 37-40 joystick.
 41-62 warp (enemy ship left).
 63-81 joystick.
 94-95 move mouse.
 100-110 warp enemy ship down.
 110-120 warp enemy ship up.
 130-160 also warp enemy ship down.
 150-155 check time.
 1600-1605 restart.
 1660-1670 instructions.
 2000-2479 explosion (your ship).
 2500-2599 score.
 2600-2624 end.

Variables

4.0 dog's position.
 4.1 status (score).
 4.2 number of dog's life.
 4.3 position (dog's status).
 60.0 forward.
 60.1 attack (dog's position).
 60.2 attacking dog's status.
 60.3 attack (dog's position).
 60.4 attack (dog's position).
 60.5 attack (dog's position).
 60.6 attack (dog's position).
 60.7 attack (dog's position).
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Fight off kamikaze pilots!

COMMODORE 64 PROGRAM

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122 IF JR=RT=20THENRR=0 I=0 POKERT,32 POKERR,1 RR=0 I=0 GOTO66
123 IF RT=40RORRT=ARETHENR55
125 POKERT,32 POKERR,1 RT=RT-1 RR=RR-1 POKERT,32 POKERR,1 IFFF=1THENR55
125 GOTO66
140 POKDAB,32 POKERS,1 POKERD,34 POKERS,1 FORU=1TO300 NEXTU
141 POKEDB,32 POKERS,1 POKEDB,36 POKERS,1 FORU=1TO300 NEXTU
142 POKFDB,32 POKERS,1 POKFDB,38 POKERS,1 FORU=1TO300 NEXTU
143 POKGDB,32 POKERS,1 POKGDB,40 POKERS,1 FORU=1TO300 NEXTU
144 POKHDB,32 POKERS,1 SC=SC+100 GOTO66
150 RH=144+H RH=354+G H=ET+RQ+10 EY=RH+10 P=RG PP=RH CY=ET+10 VC=EY+10
152 POKSAG+520,0 POKLWH+520,1 POKDET+520,0 POKSEY+520,1 POKECY+520,0 POKENC+520,1
1
155 POKZAG,1 POKZRH,1 POKZET,1 POKZDY,1 POKZCY,1 POKZVC,1
160 POFY=1TO40 I=ATV
163 POKZAG,32 POKZRH,1 POKZET,32 POKZDY,1
166 POKZCY,32 POKZVC,1 ET=ET+40 EY=EY+40 RD=RD+40 RH=RH+40 CY=CY+40 VC=VC+40
170 IF AG=P=400THENPOKZRG,1 POKZRH,1 POKZET,1 POKZDY,1 POKZCY,1 POKZVC,1
180 IF AG=P=400THENPOKZRG,32 POKZRH,1 POKZET,32 POKZDY,1 POKZCY,32 POKZVC,1
190 IF AG=P=400THENPOKZP+520,0 POKZPP+520,1 POKZT+520,32 POKZPP+520,1
192 IF AG=P=400THENPOKZP+540,32 POKZPP+540,1 GOTO66
195 IF AG=ET=400THENR55
196 IF AG=RD=400THENR55
197 IF AG=CY=400THENR55
200 GOTO125
201 T10="000000"
250 IF T10="000000"THENPRINT"XXXXXXXXXXXXXXXXXXXX"LINE UP* POFY=1TO500 NEXTX GOTO20079
251 IF T10="000000"THENPRINT"XXXXXXXXXXXXXXXXXXXX"LINE UP* POFY=1TO500 NEXTX GOTO20079
252 IF T10="000000"THENPRINT"XXXXXXXXXXXXXXXXXXXX"LINE UP* POFY=1TO500 NEXTX GOTO20079
253 IF T10="000000"THENPRINT"XXXXXXXXXXXXXXXXXXXX"LINE UP* POFY=1TO500 NEXTX GOTO20079
255 RETURN
1000 DATA 255,240,120,12,240,255,255
1005 DATA 255,255,250,250,250,250,250,250,255
1010 DATA 255,255,255,15,40,132,45,15,255,0
1020 DATA 0,0,24,24,0,0,0,0
1025 DATA 0,124,66,66,66,66,66,124,0
1030 DATA 0,60,24,36,60,0,0,255
1035 DATA 255,129,129,129,129,129,129,255,255
1040 DATA 165,165,165,165,165,165,165,165,165
1050 DATA 1,127,255,255,255,255,255,255
2000 PRINT"J" POKES251,1 POKES250,0
2005 PRINT"XXXXXXXXXXXXXXXXXXXX"KPL3 HAP 3
2010 PRINT"XXXXXXXXXXXX"
2015 PRINT"XXXXXXXXXXXXXXXXXX S,DE,WH"
2020 PRINT"XXXXXXXXXXXXX HOUSE SOFTWARE"
2025 PRINT"ARMED ARE AN AMERICAN AND YOU HAVE TO"
2030 PRINT"DESTROY ALL THE JAPANESE PLANES,THEY"
2035 PRINT"DO NOT SHOOT YOU THEY INTEND TO CRASH"
2040 PRINT"ON YOU,PLUG JOYSTICK IN PORT 1,"
2045 PRINT"GOOD LUCK FLYBOY"XXXXXXXXXXXXXXXXXX ARE AS FOLLOWS "
2050 PRINT"R=RIGHT A=AIM S=LEFT D=UP F=DOWN"
2055 PRINT"XXXXXXXXXXXXX SPACE=FIRE" POFY=1TO400 NEXTY
2060 RETURN
1075 POKDAB,32 POKERC,1 POKERD,34 POKERC,1 FORU=1TO400 NEXTU
1080 POKERS,32 POKERC,1 POKERS,36 POKERC,1 FORU=1TO400 NEXTU
1085 POKERS,32 POKERC,1 POKERS,38 POKERC,1 FORU=1TO400 NEXTU
1090 POKERS,32 POKERC,1 POKERS,40 POKERC,1 FORU=1TO400 NEXTU
2070 IF SC WITHDRA=50
2080 POKES251,1 PRINT"XXXXXXXXXXXXX YOU SCORED",SC"XXXXXXXXXXXXX SCORE",HI SC=0
2090 POKES1TO3000 I=1,12 POKERT,0 RD=0 RC=0 AG=0 RH=0-40+0 PP=0 RT=0
2095 POKES251,0 POKES250,0 GOTO50
2097 REM
2098 REMXXXXXXXXXXXXXXXXXX
2099 REM THE END *
2100 REM WORLD WAR *
2101 REM BY G.BEYANI *
2102 REM CLUB HOUSE 10,4
2103 REMXXXXXXXXXXXXXXXXXX

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ARCADE

1 Match Point	Amstrad	Spectrum 11
2 Snake Hunt	Atari 400	Spectrum 12
3 Tomcat	Atari 400	Spectrum 13
4 Lazer Wars	Atari 400	Spectrum 14
5 Lazer Wars	Atari 400	Spectrum 15
6 Lazer Wars	Atari 400	Spectrum 16
7 Lazer Wars	Atari 400	Spectrum 17
8 Lazer Wars	Atari 400	Spectrum 18
9 Lazer Wars	Atari 400	Spectrum 19
10 Lazer Wars	Atari 400	Spectrum 20

NON-ARCADE

1 Tetris	Atari 400	Spectrum 11
2 Tetris	Atari 400	Spectrum 12
3 Tetris	Atari 400	Spectrum 13
4 Tetris	Atari 400	Spectrum 14
5 Tetris	Atari 400	Spectrum 15
6 Tetris	Atari 400	Spectrum 16
7 Tetris	Atari 400	Spectrum 17
8 Tetris	Atari 400	Spectrum 18
9 Tetris	Atari 400	Spectrum 19
10 Tetris	Atari 400	Spectrum 20

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, FCS and Software Centre.

SPECTRUM

1 Match Point	Amstrad
2 Snake Hunt	Atari 400
3 Tomcat	Atari 400
4 Lazer Wars	Atari 400
5 Lazer Wars	Atari 400
6 Lazer Wars	Atari 400
7 Lazer Wars	Atari 400
8 Lazer Wars	Atari 400
9 Lazer Wars	Atari 400
10 Lazer Wars	Atari 400

COMMODORE 64

1 Tetris	Atari 400
2 Tetris	Atari 400
3 Tetris	Atari 400
4 Tetris	Atari 400
5 Tetris	Atari 400
6 Tetris	Atari 400
7 Tetris	Atari 400
8 Tetris	Atari 400
9 Tetris	Atari 400
10 Tetris	Atari 400

DRAGON 32

1 Tetris	Atari 400
2 Tetris	Atari 400
3 Tetris	Atari 400
4 Tetris	Atari 400
5 Tetris	Atari 400
6 Tetris	Atari 400
7 Tetris	Atari 400
8 Tetris	Atari 400
9 Tetris	Atari 400
10 Tetris	Atari 400

Compiled by W. H. Smith and Websters. Figures in brackets are last week's position.

VIC-20

1 Match Point	Amstrad
2 Snake Hunt	Atari 400
3 Tomcat	Atari 400
4 Lazer Wars	Atari 400
5 Lazer Wars	Atari 400
6 Lazer Wars	Atari 400
7 Lazer Wars	Atari 400
8 Lazer Wars	Atari 400
9 Lazer Wars	Atari 400
10 Lazer Wars	Atari 400

BBC

1 Tetris	Atari 400
2 Tetris	Atari 400
3 Tetris	Atari 400
4 Tetris	Atari 400
5 Tetris	Atari 400
6 Tetris	Atari 400
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10 Tetris	Atari 400

Z801

1 Tetris	Atari 400
2 Tetris	Atari 400
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6 Tetris	Atari 400
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8 Tetris	Atari 400
9 Tetris	Atari 400
10 Tetris	Atari 400

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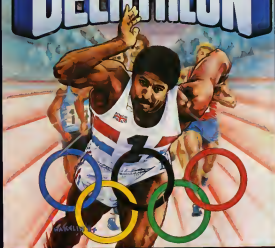
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